

Rules

Creatures of Valerna



LORDS OF VAALA
DRAGONBOND

Creatures of Valerna

EXPANSION

Welcome again! This expansion to your favorite game includes a bevy of beasts, from the simply annoying to truly the frightful! From the Wyldlands come frolicking Fai goblins, ferocious Fataar fey ogres, and the fearsome Fai hydra, the supreme horror of the Woods! From Tyveria, the bloodthirsty manticora and the dreadful blood husks seek to drink your power to replenish theirs! And finally, from the darkness of the Hollowdepths come the Waada, the mind-bending tyrants of the underworld, capable of making your opponents play for you! Dare you face the monsters?

Components



6 Creature cards



1 Event card



1 Fai Hydra



1 Waada



1 Manticora



1 Fataar



1 Fai Goblin



1 Blood Husk

Credits

Based on the universe created by Daniel Servitje.

Creative direction: Daniel Ehrli.

Game design: Jack Caesar, Alessio Cavatore.

Graphic design: Chris Caesar, Heidi Badillo.

Illustrations: Steve Prescott, Florian Stitz, Irene Aretia.

Art Direction: Tom Babbey

Sculpts: Roberto Chaudon, Kylian Zannettacci, Francesco Orru, Thierry Avelange, Leandro Benigno.

Editing and proofreading: Gil Hova.

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Rules

During setup, shuffle the Creature cards into the Denizen deck. Then, replace a random Event card with the Event card from this expansion. Put the replaced Event card back into the box (revealed), it will not be used in this game.

Every round, when you reveal a new line-up of Denizen cards, for each Creature card that is revealed, draw a random Region card from the Region deck and slide it below the Creature card, then place the corresponding creature miniature in that region and immediately destroy all Power tokens in that region.

Replace the Creature cards in the line-up with new cards drawn from the Denizen deck until the line-up consists of six Denizen cards and no Creature cards. Put the revealed Creature and Region cards next to the board.

A Dragon or force can co-exist peacefully with a Creature (for example, they could begin their turn, move or retreat into a region containing a Creature).

Creatures are not units, their region remains uncontrolled while they are in play, or neutral if the region contains a neutral force.

If a human player initiates combat in a region with a Creature, they must attack the Creature as if it were a neutral force. If the region contains a Creature and an enemy Dragon or force—even a neutral force—the attacker must attack one at a time. Combat continues until there are no more enemies in the region or the attacker has retreated.

Each Creature card has a unique ability and stats:



The Creature's **Combat Value** (like neutral Units, Creatures never retreat in combat).



The amount of **wounds** it can take before being destroyed (if a Creature wins a combat and the enemy retreats, it heals all wounds it suffered).



Its **Trophy** value, which is the amount of Power tokens from the supply immediately awarded to the player who destroys the Creature. When a Creature is destroyed, remove the model (it is not placed on a Dragon's Essence track), discard its Creature card, and return its Region card back into the Region deck.